

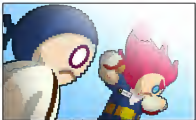
CHEEP



TOUGHEN UP









Comment to Win!

Leave an awesome comment to win an iPad.

Contest period: Apr 1 to 15. Please comment on our Facebook page.





THEN BEAT ME.



SPLAT

DIE!!!

I SEE !
THIS MUST BE A TRAP !!
MAYBE HE POISONED IT !!



DON'T BE FOOLED!!
IT'S A POISON ATTACK!!

.....

THUMP





..A HERO..





**DO YOU THINK
YOU'RE THE ONLY ONES FOR
THIS JOB?!! YOU OUGHT TO BE
THANKFUL THAT BUMS LIKE
YOURSELVES EVEN
HAVE A JOB!!**

I DIDN'T THINK SUCH
A PERSON EXISTED..!

AGAIN~!!

TA

DA

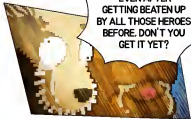


HP 150
+4



WHOOOOSH

**EVEN AFTER
GETTING BEATEN UP
BY ALL THOSE HEROES
BEFORE, DON'T YOU
GET IT YET?**



PROVE IT WITH YOUR SKILLS!!!





THAT'S FOR SCARING
EVERYONE IN TOWN!!



DUN

OUN

WE DIDN'T...
TORMENT ANYONE
IN TOWN...



ACTUALLY...
WE WEREN'T EVEN
CAUSING TROUBLE...

DRIP
DRIP





STEP







Read the comics on LINE WEBTOON
to support the artists!
www.webtoons.com






YUMMY, RIGHT~?



I NEVER THOUGHT
THERE COULD BE...





**HOW DARE
YOU TORMENT INNOCENT
PEOPLE!!**

**THIS IS
NO PLACE FOR
WILD DOGS!!**

**YOU
ALL DESERVE
TO DIE!!**

.....





CHOMP

YOU DAMN FOOLS..!



**A HERO'S
A HERO!!**



**I NEVER
THOUGHT THERE
COULD BE...!**

CHIRP

CHIRP
CHIRP

GUARDIANS OF THE VIDEO GAME

STAGE 17 - FROM DOG TO BOY

WE CAN'T HURT THAT HERO..!



DUN OUN

JUST THIS ONCE..
CAN'T WE TRY TO
BE FRIENDS..?

.....



HUH?!!!

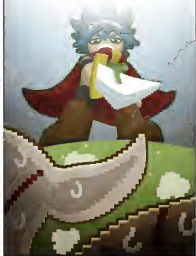


SO THAT NO HERO_
NO GUARDIAN_ WILL EVER
LOOK DOWN ON US AGAIN.!



YOU TOUGHEN
THE HELL UP...!

**YOU WILL PAY
FOR YOUR CRIMES!!**

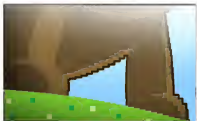


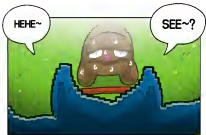
SO WHY DOES EVERYONE
HATE US SO MUCH?













WE'RE SORRY, MASTER.





GROWL

WHAT'S HE DOING?!!
WHAT KIND OF HERO GIVES
AN ITEM TO HIS ENEMY?!!!

???

LEAN
DON'T YOU
WANT IT?

I'M SORRY BUT I COULDN'T
SAVE YOUR RIGHT EYE.



AT LEAST IT WAS AN INDUSTRIAL ACCIDENT
SO YOU WON'T HAVE TO PAY THE HOSPITAL BILLS.



WHO WANTS
TO BE FRIENDS WITH
BEASTS LIKE US..





AH~~~~



YOU CAN'T
TRUST A HERO!!!



YOUNG PEOPLE
NOWADAYS_
SO UNGRATEFUL_

CREAK

SLAM